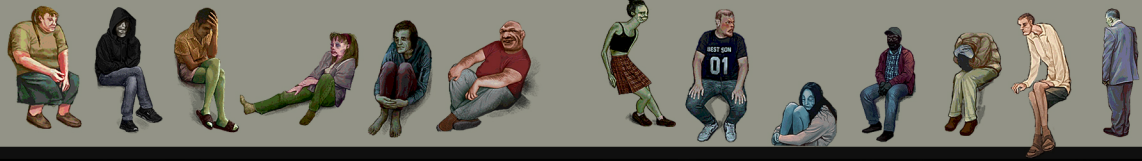
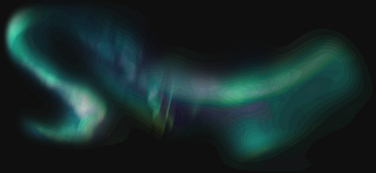
NO, I'M NOT
A HUMAN
DIGITAL ARTBOOK

Initially it was only the player character who checked others for signs of being a Visitor, but never the other way around. That's when we came up with the idea of adding The Vigilante as well as a mirror to check for your own signs into the game.

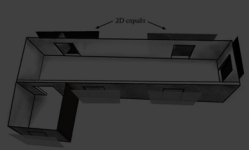

BEST SON
01

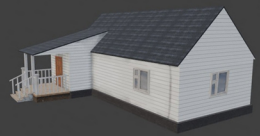
Babcia
ENER
SKA

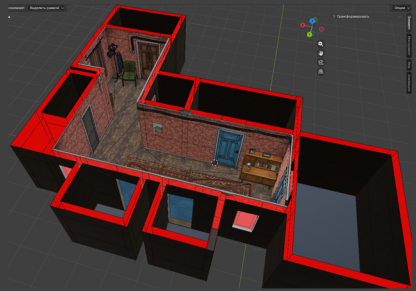
We wanted to have that analogue horror vibe in our game, so we included some weird programming to boost the off-putting feeling.

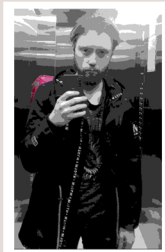


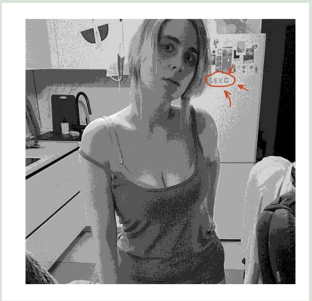
The house was made in a way that didn't exactly conform to a realistic sense of space. Its interior is quite ordinary on the surface, but there is something tangibly 'off' about it. It was supposed to feel like it was the player character's personal microcosm. A sort of a narrow limbo where there is practically no place for others.

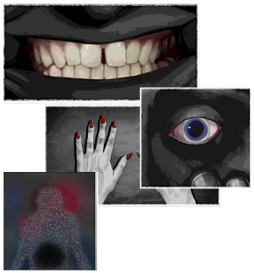


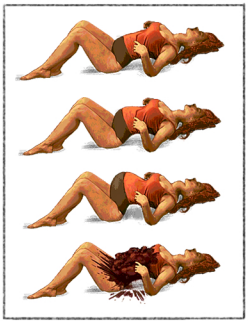


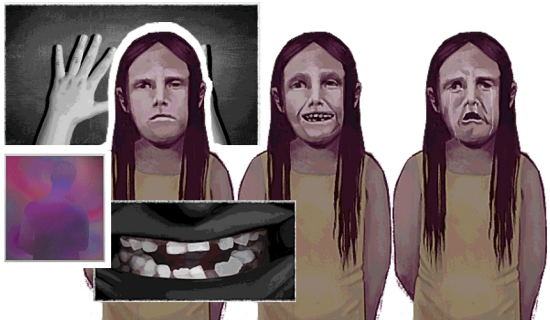





BRAIN



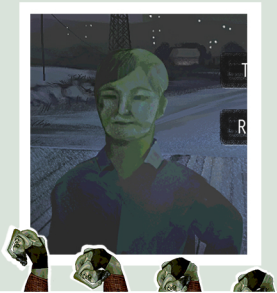




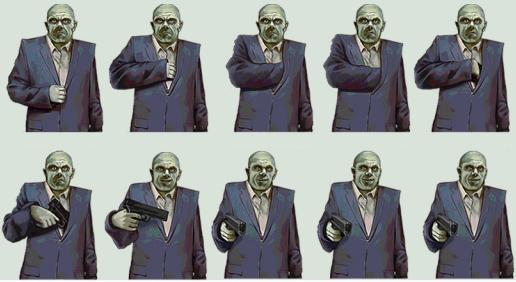
No,
I'm not
human

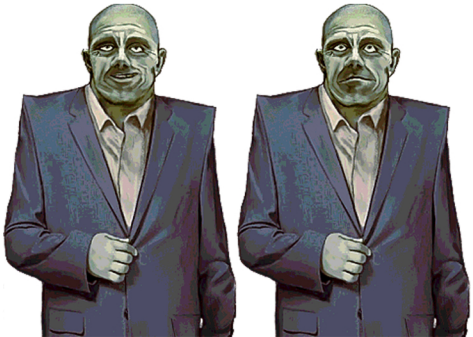
I'm a

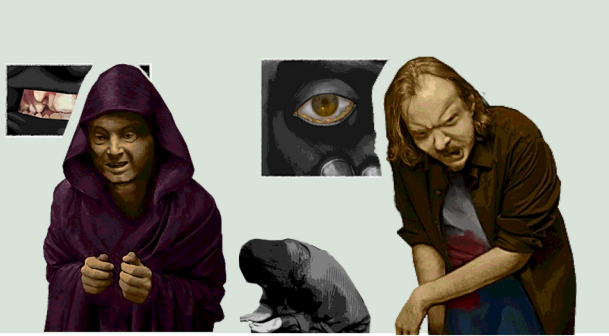
First version of the cover. So creepy!

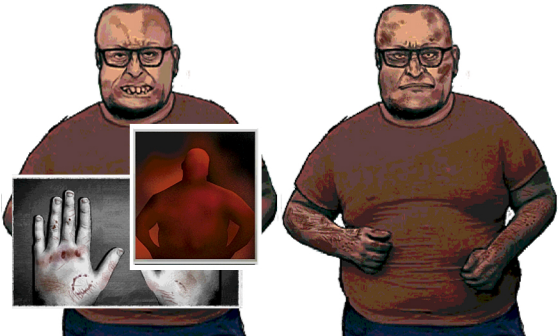


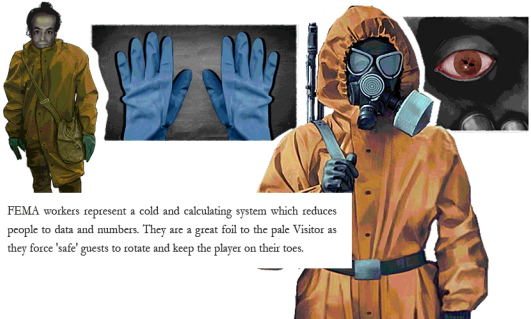
Тук-тук
гом сидим



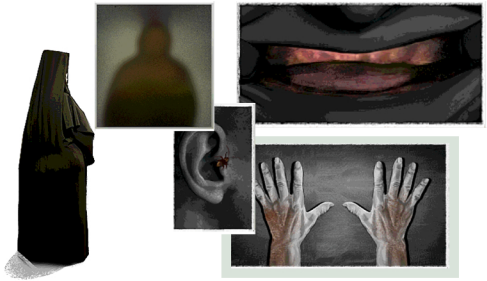






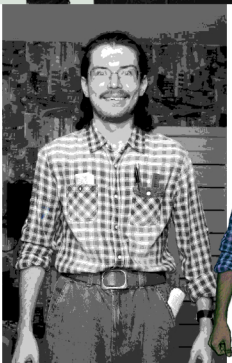


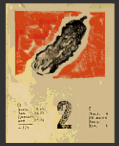
FEMA workers represent a cold and calculating system which reduces people to data and numbers. They are a great foil to the pale Visitor as they force 'safe' guests to rotate and keep the player on their toes.

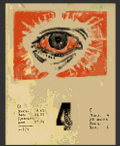


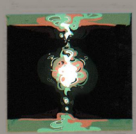
AMOGUS
AMOGUS

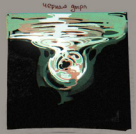
By day, we are game developers. By night, we are actors...

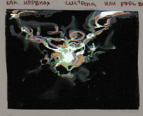


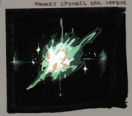






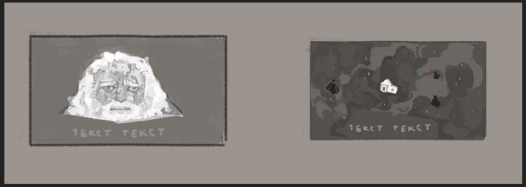






Death holds no shape or form, but manifests itself through the voices of the dead.

Our community provided some of their own Visitor signs before release.



The various endings reflect different views on death, a sort of direct dialogue with the player. Which view speaks to you? If only we could know what awaits us at the final destination...

TEKCT TEKCT TEKCT

TEKCT TEKCT TEKCT

TEKCT TEKCT TEKCT

TEKCT TEKCT

TEKCT TEKCT

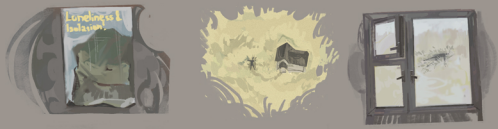
TEKCT TEKCT

TEKCT TEKCT

TEKCT TEKCT

TEKCT TEKCT

СВЕТ МЕРЦАЕТ
ПОТОЛОК РАЗРУШАЕТСЯ
БЕГУТ?


Loneliness is bullshit!

ТЕКСТ ТЕКСТ ТЕКСТ
ТЕКСТ ТЕКСТ ТЕКСТ
ТЕКСТ ТЕКСТ ТЕКСТ
ТЕКСТ ТЕКСТ ТЕКСТ

NO, I'M NOT
A HUMAN
ORIGINAL SOUNDTRACK